

# Illusionists

## A Basic Fantasy RPG Supplement

### Release 3

Copyright © 2006-2012 Chris  
Gonnerman, Serge Petitclerc, and  
R. Kevin Smoot  
All Rights Reserved  
Distributed under the terms of the  
Open Game License version 1.0a

Basic Fantasy Website: [www.basicfantasy.org](http://www.basicfantasy.org)

## INTRODUCTION

This supplement provides information for playing Illusionists, a form of “specialist” Magic-User, under the Basic Fantasy Role-Playing Game rule system. If you do not already have a copy of the Basic Fantasy RPG rules, please visit the website and download a copy.

## NEW CHARACTER CLASS

### Illusionist

Level	Exp.	Hit Dice	Spells					
	Points		1	2	3	4	5	6
1	0	1d4	1	-	-	-	-	-
2	2,500	2d4	2	-	-	-	-	-
3	5,000	3d4	2	1	-	-	-	-
4	10,000	4d4	2	2	-	-	-	-
5	20,000	5d4	2	2	1	-	-	-
6	40,000	6d4	3	2	2	-	-	-
7	80,000	7d4	3	2	2	1	-	-
8	150,000	8d4	3	3	2	2	-	-
9	300,000	9d4	3	3	2	2	1	-
10	450,000	9d4+1	4	3	3	2	2	-
11	600,000	9d4+2	4	4	3	2	2	1
12	750,000	9d4+3	4	4	3	3	2	2
13	900,000	9d4+4	4	4	4	3	2	2
14	1,050,000	9d4+5	4	4	4	3	3	2
15	1,200,000	9d4+6	5	4	4	3	3	2
16	1,350,000	9d4+7	5	5	4	3	3	2
17	1,500,000	9d4+8	5	5	4	4	3	3
18	1,650,000	9d4+9	6	5	4	4	3	3
19	1,800,000	9d4+10	6	5	5	4	3	3
20	1,950,000	9d4+11	6	5	5	4	4	3

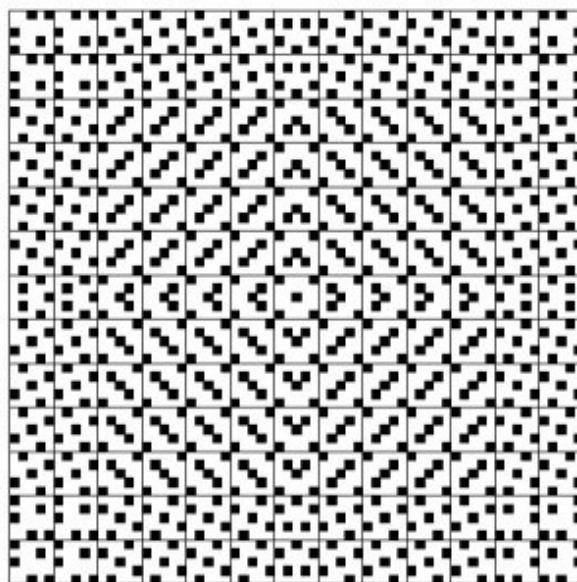
Illusionists are “specialist” Magic-Users who focus on the creation and manipulation of illusions, and at higher levels the quasi-real stuff of the planes of shadow. Though “normal” Magic-Users can create illusions, those created by a real illusionist are superior in quality and realism.

The Prime Requisite for an Illusionist is Intelligence. The Illusionist is required to have an Intelligence score of 13 or higher. Illusionists are poor fighters, with fighting ability equivalent to normal Magic-Users. Likewise they are no more hardy than standard Magic-Users (d4 hit die). They

may not wear any armor of any sort or use shields. Like other Magic-Users, they can utilize a walking staff or dagger, and of course, they may use magical weapons of those types. Otherwise, Illusionists can generally be treated as equivalent to Magic-Users for any situation not covered here.

Because of their expertise at creating and understanding illusions, Illusionists always gain an additional +2 on saves vs. any sort of illusion or phantasm.

Illusionists produce magic much like other types of Magic-Users, but have different spell choices. They can learn spells from each other so long as the spells are available to both classes. Like other Magic-Users, a first level Illusionist begins play knowing read magic and one other spell of first level, recorded within a spell book. The GM may roll for the spell, assign it as he or she sees fit, or allow the player to choose it, at his or her option. See the Illusionist Spells section for more details.



**ILLUSIONIST SPELLS**

Illusionists cast spells through the exercise of knowledge and will, exactly as normal Magic-Users. They prepare spells by study of their spellbooks; each Illusionist has his or her own spellbook, containing the magical formulae for each spell the Illusionist has learned, written in a magical script that can only be read by the Illusionist who wrote it, or through the use of a special first-level spell: read magic. All Illusionists begin play with read magic as their first spell, and it is so ingrained that a Illusionist can prepare it without a spellbook. Read magic has a range of "touch" and is permanent with respect to any given magical work (spellbook or scroll).

Illusionists may learn spells by being taught directly by another Illusionist, or by studying another Illusionist's spellbook. The Illusionist may also learn appropriate spells from standard Magic-Users (or other arcane casters, if used); the spell always being at the level as it appears on the Illusionist Spell List. Likewise, a Magic-User may learn spells shared by the classes from an Illusionist. If being taught, a spell can be learned in a single day; researching another Illusionist's spellbook takes one day per spell level. Either way, the spell learned must be transcribed into the Illusionist's own spellbook, at a cost of 500 gp per spell level transcribed. A beginning Illusionist starts with a spellbook containing read magic and at least one other first-level spell, as determined by the Game Master, at no cost.

**First Level Illusionist Spells**

1	Audible Glamer
2	Detect Invisibility
3	Change Self
4	Color Spray
5	Dancing Lights
6	Detect Illusion
7	Light*
8	Magic Mouth
9	Mirror Image
10	Ventriloquism

**Second Level Illusionist Spells**

1	Alter Self
2	Blur
3	Continual Light
4	Detect Magic
5	Dispel Illusion
6	Invisibility
7	Obscurement
8	Phantasmal Force
9	Read Languages
10	Rope Trick

**Third Level Illusionist Spells**

1	Illusionary Wall
2	Invisibility, 10' Radius
3	Phantom Messenger
4	Phantom Steed
5	Shadow Door
6	Spectral Force

**Fourth Level Illusionist Spells**

1	Advanced Illusion
2	Dispel Magic
3	Hold Person
4	Improved Invisibility
5	Silence, 15' Radius
6	Suggestion

**Fifth Level Illusionist Spells**

1	Confusion
2	Hallucinatory Terrain
3	Mislead
4	Programmed Illusion
5	Project Image
6	Wizard Eye

**Sixth Level Illusionist Spells**

1	Mass Invisibility
2	Permanent Illusion
3	Shadow Walk
4	True Seeing
5	Maze
6	Phase Door

**DESCRIPTION OF NEW SPELLS****Advanced Illusion**

Illusionist 4                      Range: 180 feet  
    Duration: 1 minute / level

This spell functions like the spell, spectral force, except that the illusion follows a script determined by the caster. The illusion follows the script without requiring the caster to concentrate on it. The illusion can include intelligible speech if the caster wishes; however, such speech is likewise scripted, so the illusion will not respond if spoken to.

**Alter Self**

Illusionist 2                      Range: self  
    Duration: 10 minutes / level

This spell allows the caster to assume the form of a creature of the same body type (i.e. humanoid). The new form must be within 50% of his normal size. The assumed form can't have more hit dice than the caster's level, nor more than 5 HD at most. The caster can change into a member of his own kind or even into himself.

The caster retains his or her own ability scores, class, level, hit points, attack bonus and saving throws. If the new form is capable of speech, he or she can communicate normally and cast spells. The caster acquires the physical qualities of the new form, including armor class, movement capabilities (such as climbing, swimming and flight, but not including magical movement abilities such as levitation), natural weapons (such as claws, bite, and so on), racial abilities, and any gross physical qualities (wings, additional extremities, etc).

Using alter self does not permit additional attacks, and the caster does not gain any special, supernatural or spell-like abilities of the new form.

**Audible Glamer**

Illusionist 1                      Range: 60 feet +10'/level  
    Duration: 2 rounds / level

Audible glamer allows the caster to create a volume of sound that rises, recedes, approaches, or remains at a fixed place. The caster chooses what type of sound he or she creates when casting the spell, and cannot thereafter change the sound's basic character.

The volume of sound created is equivalent to the noise of two normal humans per caster level. Thus, talking, singing, shouting, walking, marching, or running sounds can be created. The noise an audible glamer spell produces can be virtually any type of sound within the

volume limit. A horde of rats running and squeaking is about the same volume as six humans running and shouting. A roaring lion is equal to the noise from twelve humans, while a roaring dragon is equal to the noise from twenty humans.

Note that this spell is particularly effective when cast in conjunction with phantasmal force.

If a character states that he or she does not believe the sound, a save vs. Spells is made; if the save succeeds, the character hears the sound as distant and obviously fake.

**Blur**

Illusionist 2                      Range: touch  
    Duration: 1 minute / level

When a blur spell is cast, the caster causes the outline of the creature touched to appear blurred, shifting and wavering. This distortion causes all missile and melee combat attacks to be made at -4 on the first attempt and -2 on all successive attacks. It also grants a +1 on the saving throw die roll against any direct magical attack.

A detect invisible spell does not counteract the blur effect, but a true seeing spell does. Opponents that cannot see the subject ignore the spell's effect (though fighting an unseen opponent carries penalties of its own).

**Change Self**

Illusionist 1                      Range: self  
    Duration: 1 turn / level

This spell allows the caster to alter his or her appearance. This includes not only body shape and facial features, but also clothing, armor, weapons, and equipment. The caster can seem up to one foot shorter or taller, and may appear thin, fat, or any size in between. This spell cannot change the overall body shape of the caster (to look like a dog, for example). Otherwise, the extent of the apparent change is up to the caster.

The spell does not provide the abilities or mannerisms of the chosen form, nor does it alter the perceived tactile (touch) or audible (sound) properties of the caster or his equipment.

A creature that interacts with the caster may, at the discretion of the GM, be allowed a save vs. Spells to recognize the illusion.

### Color Spray

Illusionist 1                      Range: 20 feet (see text)  
Duration: instantaneous

This spell causes vivid cone of clashing colors to be projected from the caster hands, causing living creatures in the area of effect to become blinded or possibly unconscious. The cone has a 5' diameter at the base, 20' diameter at the end, and is 20' long. Each creature within the cone is affected according to its Hit Dice:

- 2 HD or less: The creature is unconscious for 2d4 rounds, then blinded for 1d4 rounds.
- 3 or 4 HD: The creature is blinded for 1d4 rounds.
- 5 or more HD: The creature is blinded for 1 round.

All creatures having more levels or hit dice than the spell caster, or having 6 or more levels or hit dice in any case, are entitled to a save vs. Spells to negate the effect. Sightless creatures are not affected by color spray.

### Dancing Lights

Illusionist 1                      Range: 40 feet +10'/level  
Duration: 2 rounds / level

Depending on the version of the spell selected, the caster creates up to four lights that resemble lanterns or torches (and cast that amount of light), or up to four glowing spheres of light (which look like will-o'-wisps), or one faintly glowing, vaguely humanoid shape.

The dancing lights must stay within a 10-foot-radius area in relation to each other but otherwise move as the caster desires, up to 100 feet per round. Note that concentration is not required; if ignored, the lights continue to move as they were moving when the caster last directed them. If the lights pass beyond the maximum range, the spell ends immediately.

### Detect Illusion

Illusionist 2                      Range: 60 feet  
Duration: 2 turns

This spell allows the caster to recognize illusions by sight. To the caster, all illusions within the given range appear slightly translucent and obviously fake. Detect illusion allows detection of visual illusions only; it does not detect auditory illusions such as audible glamers.

### Dispel Illusion

Illusionist 2                      Range: 120 feet  
Duration: instantaneous

The caster can use this spell to end all ongoing "illusion spells" within a cubic area 20' on a side. Dispel illusion affects spells such as audible glamers, phantasmal force, spectral force, advanced illusion, etc. The GM has the responsibility to identify which spells are illusions.

Any illusion spell cast by a character of a level equal to or less than the dispel illusion caster's level is ended automatically. Those created by higher level casters might not be canceled; there is a 5% chance of failure for each level the illusion's caster level exceeds the dispel illusion caster level. For example, a 10th level caster dispelling an illusion created by a 14th level caster has a 20% chance of failure.

When an Illusionist attempts to dispel an illusion cast by a non-Illusionist, the Illusionist is treated as if he or she were two levels higher; if it is not obvious whether the illusion was created by an Illusionist or not, the GM should assume it was.

Non-illusion spells cannot be ended by this spell.

### Illusionary Wall

Illusionist 3                      Range: 60 feet  
Duration: permanent

This spell creates the illusion of a wall, floor, ceiling, or similar surface, covering up to a 10' square area, up to 1' thick. The section of wall created appears absolutely real when viewed, but physical objects can pass through it without difficulty. When the spell is used to hide pits, traps, or normal doors, any detection abilities that do not require sight work normally. Touch or a probing search may reveal the true nature of the surface; the GM may either allow a save vs. Spells to detect the illusion, or if the probing attempt is well devised the GM may allow it to automatically succeed. In either case, such measures do not cause the illusion to disappear.

### Improved Invisibility

Illusionist 4                      Range: touch  
Duration: 1 round / level

This spell works exactly like invisibility, except that it does not end if the subject attacks or casts a spell.

## ILLUSIONISTS

### Invisibility, Mass

Magic-User 7                      Range: 240 feet  
Illusionist 6                      Duration: special

This spell bestows the effect of an invisibility spell on all creatures within a 30' by 30' area. Each subject will remain invisible until he or she attacks or casts a spell. A subject that leaves the original area of effect remains invisible.

### Maze

Illusionist 6                      Range: 60 feet  
Duration: 1 turn (see text)

By means of this spell, the caster banishes the target creature into an extradimensional labyrinth. Once per round, the victim of this spell may attempt a save vs. spells to escape the labyrinth. If the victim does not escape, the maze disappears after 10 minutes, freeing the victim at that time.

On escaping or leaving the maze, the target creature reappears where it had been when the maze spell was cast. If this location is filled with a solid object, the subject appears in the nearest open space. Spells and abilities that move a creature within a plane, such as teleport or dimension door, do not help a creature escape a maze spell.

Minotaurs are not affected by this spell.

### Mislead

Illusionist 5                      Range: 10 feet  
Duration: special

The caster becomes invisible (as if by means of improved invisibility) and at the same time an illusory double of him or her appears (as if by means of spectral force). The caster is then free to go elsewhere while his or her double moves away. The double appears within the given range, but thereafter moves as the caster directs it (which requires concentration). The double may be controlled at any distance from the caster, so long as the caster remains able to see it.

The caster can make the double appear superimposed perfectly over his or her body so that observers don't notice an image appearing when the caster turns invisible. The caster and the double can then move in different directions. The double moves at the caster's speed and can talk and gesture as if it were real, but it cannot attack or cast spells, though it can pretend to do so.

The illusory double lasts as long as the caster concentrates upon it, plus 3 additional rounds. After the caster ceases concentration, the illusory double continues to carry out

## A BASIC FANTASY SUPPLEMENT

the same activity until the duration expires. The improved invisibility lasts for 1 round per caster level, regardless of concentration.

### Obscurement

Illusionist 2                      Range: 100 feet + 10'/level  
Duration: 10 minutes / level

A bank of fog, up to a 20' cube in volume, billows out from the point the caster designates. The cloud moves at a rate of 10' per round under the control of the caster (so long as he or she concentrates on it). The fog obscures all sight, including darkvision, beyond 5'. Thus, beyond 5', all creatures will be effectively blind.

The cloud persists for the entire duration even if the caster ceases to concentrate upon it, but a moderate wind (11+ mph) disperses the fog in 4 rounds and a strong wind (21+ mph) disperses it in 1 round. This spell does not function underwater.

### Permanent Illusion

Illusionist 6                      Range: 180 feet  
Duration: permanent

This spell functions much like advanced illusion, except that the spell is permanent. The "script" for this spell simply repeats endlessly.



**Phantom Messenger**

Illusionist 3

Range: special

Duration: special

When this spell is cast, it creates a quasi-real, birdlike creature. It may appear as a small hawk/falcon or as a large dove, and may be any shade of grey from nearly white to nearly black. It does not fight, but all normal animals shun it and only monstrous ones will attack. The messenger has an Armor Class of 18 and 2 hit points, plus 1 per level of the caster. If it loses all of its hit points, the Messenger disappears.

The Messenger flies at a movement rate of 120 feet per round. It can bear up to one ounce per five full levels of the caster (one ounce up to level 9, two ounces up to level 14, three ounces from levels 15 through 19, four ounces at level 20).

When created, the Messenger must be given a specific destination, which can be any location on the same plane of existence to which the caster has been at least once (even if he or she was lost at the time). After the caster attaches any message or small item(s) to the legs of the bird, he or she releases it, and it flies without error to the specified location.

The caster may additionally visualize a specific person, whom the Messenger will seek out near the target location. Note that this does not allow location of a person; the Messenger will fly around the target area looking for the target creature.

The Messenger will travel at its maximum movement from the caster to the target location. Distance is no object; the Messenger will continue indefinitely until the target area is reached. If a target creature was specified, the Messenger will then fly around up to one day per level of the caster looking, until the target creature is found; otherwise the Messenger will immediately land in the target area. After it lands the Messenger will wait patiently for the message or item(s) to be removed, and then disappear in a faint puff of smoke. If the item(s) or message are not removed immediately the Messenger will disappear anyway after waiting one round per level of the caster, dropping the items on the spot; this will also happen if a target creature is specified and cannot be found (the Messenger will land first before this happens so as not to drop any carried objects a great distance).

**Phantom Steed**

Illusionist 3

Range: touch

Duration: 1 hour / level

The caster conjures a quasi-real horselike creature. The steed can be ridden only by the caster or by the one person for whom he specifically created the mount. A phantom steed has a black head and body, gray mane and tail, and smoke-colored, insubstantial hooves that make no sound. It has what seems to be a saddle, bit, and bridle. It does not fight, but animals shun it and refuse to attack it.

The mount has an AC of 18 and 12 hit points. If it loses all its hit points, the phantom steed disappears. A phantom steed has a speed of 40 feet per caster level. It can bear its rider's weight and what he or she carries (the steed cannot carry saddlebags or the like).

These mounts gain additional powers according to the caster's level:

8th level: Ability to ride over sandy, muddy, or even swampy ground without difficulty or decrease in speed.

10th level: Ability to pass over water as if it were firm, dry ground.

12th level: Ability to travel in the air as if it were firm land instead, so chasms and the like can be crossed without benefit of a bridge. Note, however, that the mount can not casually take off and fly.

14th level: Ability to fly as if it were a pegasus.

A mount's abilities include those of mounts of lower caster levels; for example, a phantom steed created by a 13<sup>th</sup> level caster can pass over water, sand, or mud as well as cross chasms.

**Phase Door**

Magic-User 3

Range: touch

Illusionist 6

Duration: 1 usage / 2 levels

This spell creates a magical passage through a wall, the floor, the ceiling or even through a section of ground. The phase door is invisible and inaccessible to all creatures except the caster, who is the only one that can use the passage. The passage is 10 foot deep plus another 5 feet for every three caster levels. The caster disappears when entering the phase door and appears when he or she exits. If desired, the caster can take one other creature through the door. This counts as two uses of the door.

The door does not allow light, sound, or spell effects through it, nor is it possible to see through it without using it.

A phase door is subject to dispel magic, but only from someone who is of higher level than the caster. If anyone is within the passage when it is dispelled, he or she is harmlessly ejected (determine randomly in which direction).

It is possible to allow other creatures to use the phase door by setting some triggering condition for the door. Such conditions can be as simple or elaborate as desired. They can be based on a creature's name or identity, but otherwise must be based on observable actions or qualities. Intangibles such as level, class, Hit Dice, and hit points don't qualify.

## Programmed Illusion

Illusionist 5                      Range: 180 feet  
Duration: special

This spell functions like advanced illusion, except that this spell activates when a specific condition occurs. The caster sets the triggering condition when casting the spell. The event that triggers the illusion can be as general or as specific and detailed as desired, but must be based on an audible, tactile, olfactory, or visual trigger. The trigger cannot be based on some quality not normally obvious to the senses, such as religious belief or magical ability. For example, the spell could be set to trigger when a character wearing robes and a pointed hat enters an area, but not when a Magic-User enters the area.

The spell remains ready indefinitely. When triggered, the spell will last at most 1 round per caster level.

## Rope Trick

Illusionist 2                      Range: touch  
Duration: 1 hour / level

When this spell is cast upon a piece of normal, non-magical rope from 5 to 30 feet long, one end of the rope rises into the air until the whole rope hangs perpendicular to the ground, as if affixed at the upper end. The upper end is, in fact, fastened to an extradimensional space, similar to a bag of holding. Creatures in the space are hidden, beyond the reach of spells (including divinations), unless those spells work across planes.

The space holds as many as eight creatures of man-size or smaller (larger creatures cannot fit through the invisible opening at the top of the rope). Creatures in the space can pull the rope up into the space, making the rope "disappear." Otherwise, the rope simply hangs in air.

Spells cannot be cast through the extradimensional opening, nor can area effects cross it. Those in the extradimensional space can see out of it as if a 3' square window were centered on the rope. The window is present on the Material Plane, but is invisible, and even creatures that can see the window can't see through it.

The rope can be climbed by only one person at a time. The rope trick spell enables climbers to reach a normal place if they do not climb all the way to the extradimensional space.

When the spell ends, creatures or objects within the extradimensional space are ejected through the window. The rope, if still attached, drops free at the same moment.

## Shadow Door

Illusionist 3                      Range: 10 feet  
Duration: 1 round / level

With this spell, the caster creates the illusion of a door, which he or she will appear to pass through and close. In reality, the caster becomes invisible (as the spell) when the spell is cast. Any creatures opening the "door" will see an empty 10 foot square room of similar style to the surrounding area. The caster remains invisible for the duration of the spell, unless, as with an invisibility spell, he or she attacks any creature or casts a spell.

## Shadow Walk

Illusionist 6                      Range: touch (see text)  
Duration: 1 hour / level

Shadow walk can only be cast in an area of heavy shadows. The caster and up to one willing creature per level are transported to the edge of the Material Plane where it borders the Plane of Shadow. In the region of shadow, the caster (and all the creatures that accompany him or her) moves at an effective rate of 50 miles per hour.

Because of the blurring of reality between the Plane of Shadow and the Material Plane, the caster can't make out details of the terrain or areas he or she passes over during transit, nor can he or she predict perfectly where the travel will end. When the spell effect ends, the caster and any creatures accompanying him or her arrives 1d10 times 100 feet in a random horizontal direction from the desired endpoint, as nearly as possible. The caster and his or her companions always arrive at ground level, except if the landing area is in a body of water (in which case they arrive at the water level) or underground. If arriving underground, the altitude of arrival should be as close as possible to the same altitude as the intended endpoint location.

**Spectral Force**

Illusionist 3                      Range: 180 feet  
Duration: special

This spell functions like phantasmal force, except for the following: Sound, smell, and thermal effects are included, creatures created do not necessarily disappear when touched, assuming the caster causes the illusion to react appropriately. For instance the caster displays illusory wounds when the image is attacked. The spell will last for 3 rounds after concentration ceases.

**Suggestion**

Illusionist 4                      Range: 30 feet  
Duration: up to 1 hour / level

By means of this spell, the caster influences a target creature by suggesting a course of activity limited to a sentence or two. The suggestion must be worded in such a manner as to make the activity sound reasonable. Asking the creature to do some obviously harmful act automatically negates the effect of the spell.

The suggested course of activity can continue for the entire duration. If the suggested activity can be completed in a shorter time, the spell ends when the subject finishes the activity. The caster can specify conditions that will trigger an activity during the duration. If the condition is not met before the spell duration expires, the activity is not performed.

If the recipient creature makes its saving throw, the spell has no effect. A very reasonable suggestion causes the save to be made with a penalty (-1 or -2 is recommended).

The creature to be influenced must, of course, be able to understand the suggestion, i.e., it must be spoken in a language which the spell recipient understands. Undead are not subject to suggestion.

**Illusions, Saving Throws and Disbelief**

The victim of an illusion doesn't get an automatic save vs. Spells. He must have a good reason to believe that a creature, object, or situation is an illusion. The Game Master must base his or her decision on the quality and the credibility of the illusion.

An illusion of quality is an illusion created by a caster who has a clear "mental vision" of a creature, an object or a situation. For example, a caster cannot create an illusion of quality of a red dragon if he or she has never seen a red dragon.

An illusion can be credible only if the creature, the object or the situation is realistic. For example, the illusion of a door on a wall is credible, but not a door floating in the air. Also, illusions created by spells of high level have more chance to be credible since several senses are affected.

Therefore, if an illusion is not of quality and/or credible, the Game Master can decide to allow an automatic save vs Spells.

In addition, a player can announce to the Game Master that his or her character does not "believe" in the existence of a creature, an object or a situation. The GM must then make a secret save vs. Spells for that character. Note that the GM should always roll the save, even if the creature, object, or situation is not an illusion (as omitting the roll would give this away to the player).

If the save is successful (and the creature, object, or situation is really an illusion), the Game Master must announce this fact to the player. If the character then tells his or her comrades, they in turn receive a save vs. Spells with a +4 bonus.



## Open Game License

### INTRODUCTION

**Illusionists: A Basic Fantasy Supplement** (hereinafter "the Supplement") is based on the System Reference Document v3.5 ("SRD"), which is Open Game Content. The text of the Open Game License itself is not Open Game Content. Instructions on using the License are provided within the License itself.

**Designation of Open Game Content:** The entire text of the Supplement (except the Open Game License, as noted above) is Open Game Content, released under the Open Game License, Version 1.0a (reproduced below) as described in Section 1(d) of the License. Artwork incorporated in this document is not Open Game Content, and remains the property of the copyright holder.

**Designation of Product Identity:** Product identity is not Open Game Content. The following is designated as product identity pursuant to OGL v1.0a(1)(e) and (7): (A) product and product line names, including Basic Fantasy Role-Playing Game, Basic Fantasy RPG, and BFRPG, as well as the phrase "make mine Basic"; (B) all artwork, logos, symbols, graphic designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual representations, including the "eye" logo, which is the personal mark of Chris Gonnerman for his various products, and which is Copyright © 2002 Chris Gonnerman, and the "Scribbled Dragon," which is Copyright © 2005 Erik Wilson; (C) logos and trademarks, including any trademark or registered trademark clearly identified as product identity by the owner of the product identity, and which specifically excludes the open game content.

More information on the Open Game License can be found at:

<http://www.wizards.com/d20>

### OPEN GAME LICENSE VERSION 1.0A

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

### 15. COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson.

Basic Fantasy Role-Playing Game Copyright © 2006 Chris Gonnerman.

Illusionists: A Basic Fantasy Supplement Copyright © 2006-2009 Chris Gonnerman, Serge Petitclerc, and R. Kevin Smoot.

### END OF LICENSE